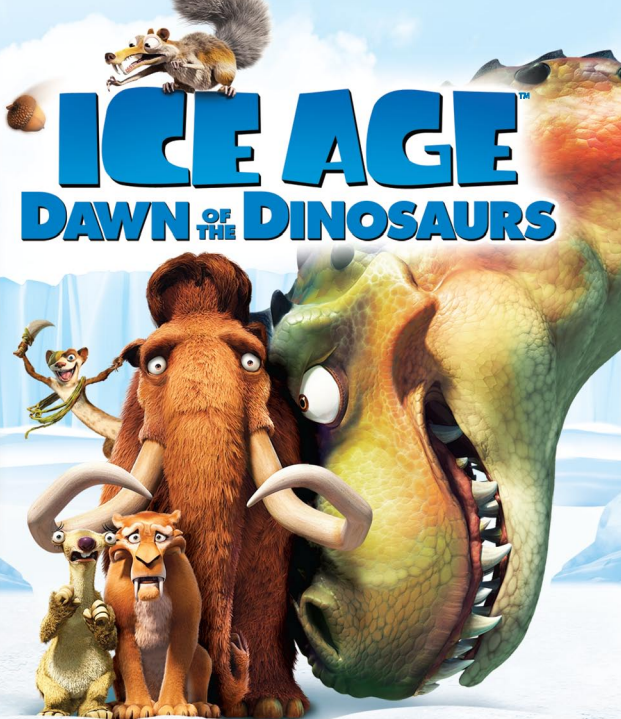


NINTENDO DS™



INSTRUCTION BOOKLET

ACTIVISION®

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## **Important Legal Information**

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

**THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.**

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## CAUTION - Stylus Use

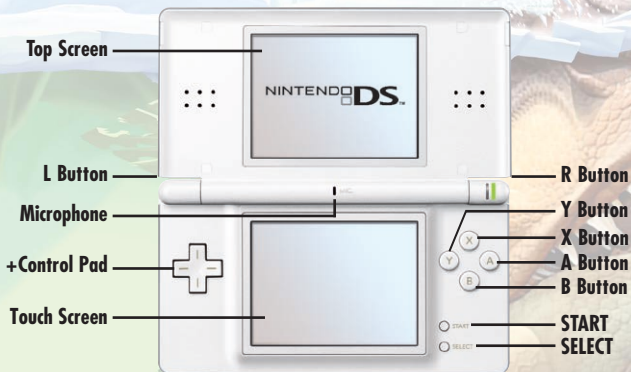
To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



# GETTING STARTED

1. Insert the *Ice Age: Dawn of the Dinosaurs* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.
3. Tap on *Ice Age: Dawn of the Dinosaurs* on the DS Menu to bring up the main title screen.

*Note: The Ice Age: Dawn of the Dinosaurs Game Card is for the Nintendo DS system only.*



A background illustration featuring Sid the sloth, Scratt the chipmunk, and Buck the sloth in a lush jungle setting. Sid and Buck are large sloths with brown fur and long, curved tusks. Scratt is a small chipmunk with brown and white stripes. They are surrounded by green foliage, palm trees, and a body of water in the distance.

## INTRODUCTION

Join *Ice Age*'s unlikely herd of prehistoric pals — Sid, Scratt, and all-new adventurer Buck — for their wildest, wackiest and most exciting escapade yet! Sid has been kidnapped by a T-Rex, and it's up to you as Buck to lead your favorite *Ice Age* characters on a fur-raising rescue mission through the mysterious Dinosaur World to save him.

## PLAYING THE GAME

As you embark as Buck through the jungles, caves, cliffs and other areas of *Ice Age: Dawn of the Dinosaurs*, you'll encounter exciting environmental challenges as well as fierce dinosaurs, hungry plants and creepy crawlers.

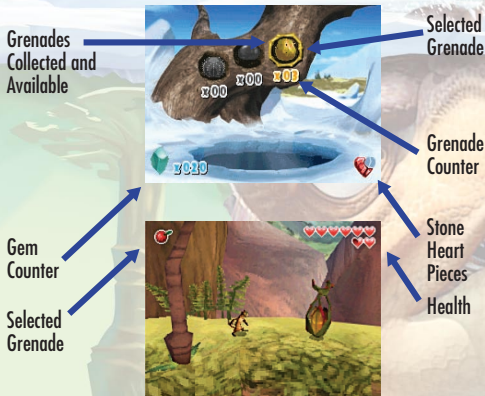
Along the way, you'll unlock Touch Screen and Microphone-enabled mini-games, featuring more playable characters. Help Sid keep the surrounding area quiet so the Baby Dinos don't wake up and upset their anxious T-Rex mother. As Sid, you can target enemies using the Stylus, and hush waking T-Rex babies using the Microphone. You'll also be able to use the Stylus to move Scratt and Scratte in a seesaw bouncing game of collecting Acorns.

Throughout the game, you'll be able to learn and master all of Buck's acrobatic moves, including his Cartwheel, Ground Stomp, Wall Jump, Wall Climb, Lasso Swing and

Catapult Kick! Combat carnivorous plants with Buck's Tooth Knife. Access an arsenal of Grenades, each with their own unique effect. Launch Grenades at enemies, or use them to clear paths and solve environmental puzzles. Use Camouflage to safely get through areas where you are outnumbered. Collect hidden Acorns to unlock Scrat mini-game levels, as well as special Scrat animated sequences. Slice Pineapples to replenish Health, and collect Gems to buy unlockable content from the Bonus Menu.

## CONTROLS

### Buck Controls





## Buck Basic Controls

+Control Pad	Move the character
A Button	Cartwheel
B Button	Jump (double-tap near Swing Hook for Lasso Swing)
Y Button	Knife Attack (not effective on animal enemies)
X Button	Throw Grenade (hold to aim)
L Button	Cycle Grenades
R Button	Cycle Grenades
START	Pause Game/Pause Menu

*Note: You can play the game without the Stylus, using the tip of your finger to break free from Sticky Plants, for Camouflage, and to wipe goop off the screen. However, we recommend using the Stylus when playing the mini-games.*

## Buck Special Moves

Ground Stomp	B Button, then Y Button
--------------	-------------------------

## Buck Special Moves

Super Jump	A Button, then B Button
Catapult Kick	Y Button during Lasso Swing
Wall Jump	B Button to jump onto wall, then B Button to jump off
Wall Climb	Jump toward patchy areas to grasp on
Camouflage	Stand in a Camo Source and rub the Touch Screen when the icon appears. You'll now be hidden to Sticky Plants and Raptors. Careful! If you get hurt, you'll be spotted right away!

## Buck Pterodactyl Controls

+Control Pad	Move the character
B Button	Flap wings to fly up
X Button	Throw Grenade
Y Button	Drop Projectile
START	Pause Game/Pause Menu



## Sid Controls

Enemy  
Counter

Aiming  
Reticule

Sleep  
Gauge

Enemies

Berry  
Counter



Pull back Sid's head with the Stylus to target enemies. Release Stylus to launch projectile.

When a Baby T-Rex is disturbed, use the Stylus to tap a Baby to select it. Then say "Shh" into the Microphone to hush it back to sleep.

**START** — Pauses the game and brings up the Pause Menu.

## Scrat Controls

Health

Acorn Counter

Use the Stylus or the +Control Pad to move the seesaw left and right.

Use the L Button or R Button to flip the seesaw. You can also use the Y Button, X Button, A Button or B Button.

**START** — Pauses the game and brings up the Pause Menu.



# BUCK COLLECTIBLES



## Gems

Collect these to buy Special Bonus Items in the Bonus Menu.



## Stone Heart Piece

Collect 5 pieces to extend your Health bar by one Heart.



## Red Hearts

Collect these to refill your Health.



## Pineapples

Slice these to find Red Hearts for Health.



## Acorns

Find and collect these to see secret Scrat scenes and to unlock Scrat mini-games. For every 6 Acorns collected, a new Scrat mini-game is unlocked.



## Sticky Grenades

Ground Stomp Slugs to collect these. Use them against Raptor dinosaurs or to help climb areas that aren't patchy enough.

## BUCK COLLECTIBLES (cont'd.)



### **Rotten Fruit Grenades**

Use these against Pitcher Plants, Pterodactyls and Rudy.



### **Cacti Grenades**

Use these to knock down blockers and other environmental objects and to get rid of most threats. Try them on plant and animal enemies.



### **Paint Grenades**

Use these to get the Triceratops to ram where you want.

*Hint: Collect 100 gems to unlock a special arrow indicator that will activate when you are near a Stone Heart Piece.*

# MENU NAVIGATION

Menu Controls	
+Control Pad	Navigate menus.
A Button	Press button to accept.
B Button	Press button to go back to the previous menu or cancel.
Touch Screen	Touch item to select. Touch Back to go back to the previous menu.

## Menu Selections

Main Menu	
Play	Select a Save File to play or continue an existing game (see Story Select Menu).
Options	Brings you to the Options Menu (see next page).
Credits	Displays the game credits.

## Play Menu (Save File Select)

Select Game	Scroll to the Save File you want to use and select <b>START</b> to proceed. Select an empty Save File to start a new game, or an existing Save File to continue a game.
Delete	Scroll to the Save File you would like to erase. Select <b>DELETE</b> to confirm. Then select <b>Yes</b> when the game asks you to confirm.

*Note: Be careful! Once saved data is erased, it's gone forever and can't be restored.*

## Options Menu

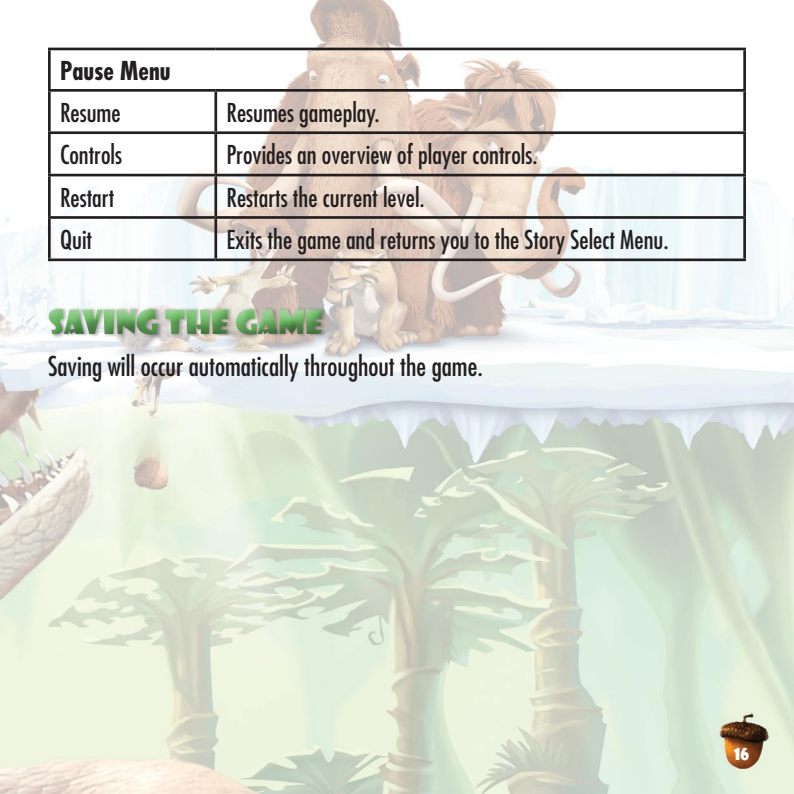
Audio	Select this option to adjust the Music, SFX and Voice volumes.
Controls	Select this option to review your game controls.

## Story Select Menu

Allows you to scroll through unlocked levels; default page is Buck's levels

Sid	Select this to access the Sid mini-games that've been unlocked.
Scrat	Select this to access the Scrat mini-games that've been unlocked.
Bonus	Select this to access the items unlocked and available for purchase with the Gems you have collected.





Pause Menu	
Resume	Resumes gameplay.
Controls	Provides an overview of player controls.
Restart	Restarts the current level.
Quit	Exits the game and returns you to the Story Select Menu.

## SAVING THE GAME

Saving will occur automatically throughout the game.

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When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.